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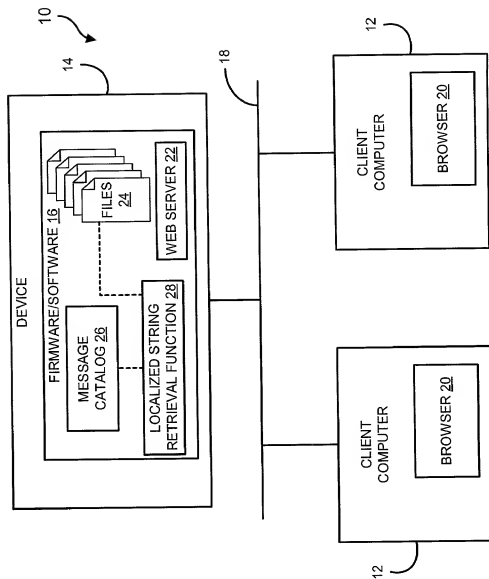
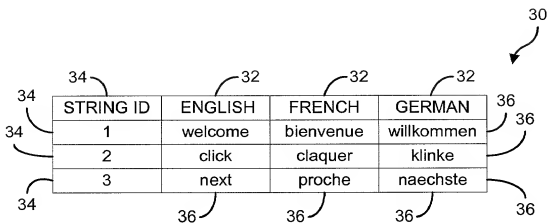


FIG. 1

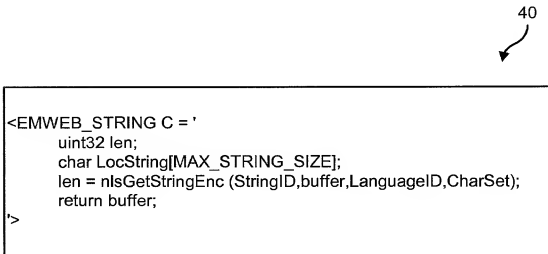
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The diagram shows a table with 4 columns and 4 rows. The first row contains the headers: 'STRING ID', 'ENGLISH', 'FRENCH', and 'GERMAN'. The subsequent three rows contain the values: '1', '2', '3' in the first column; 'welcome', 'click', 'next' in the second column; 'bienvenue', 'claquer', 'proche' in the third column; and 'willkommen', 'klinke', 'naechste' in the fourth column. Labels with arrows point to various parts of the table: '30' points to the top right corner; '32' points to the header cells; '34' points to the first column; and '36' points to the data cells in the second, third, and fourth columns.

STRING ID	ENGLISH	FRENCH	GERMAN
1	welcome	bienvenue	willkommen
2	click	claquer	klinke
3	next	proche	naechste

FIG. 2



The diagram shows a code block with a label '40' pointing to it. The code is written in C and defines a function 'LocString' that takes a 'StringID', a 'buffer', a 'LanguageID', and a 'CharSet' as arguments. The function returns the 'buffer'.

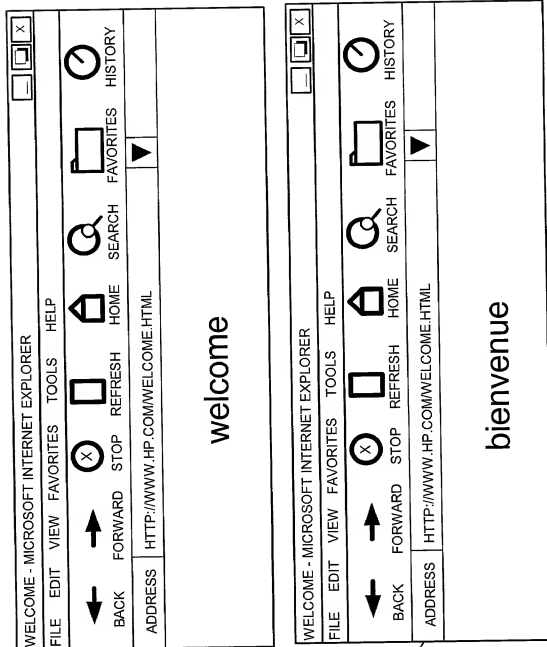
```

<EMWEB_STRING C = '
uint32 len;
char LocString[MAX_STRING_SIZE];
len = nlsGetStringEnc (StringID,buffer,LanguageID,CharSet);
return buffer;
>

```

FIG. 3

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nlsGetStringEnc(1, char*
Buf, English, ISO-8859-1)

nlsGetStringEnc(1, char*
Buf, French, ISO-8859-1)

FIG. 4

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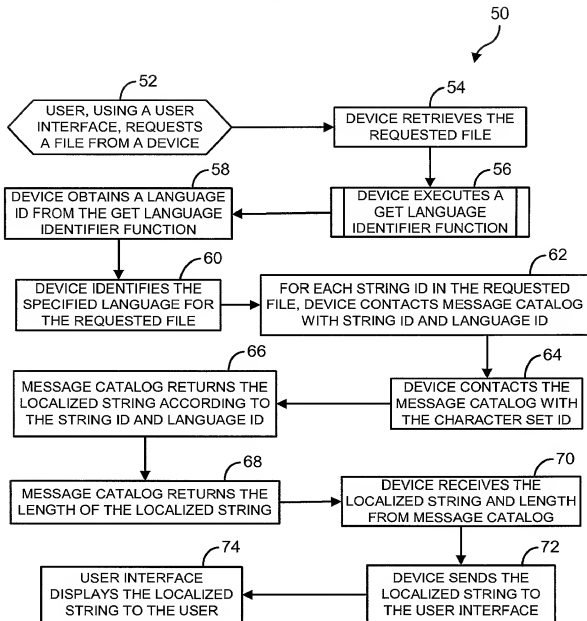


FIG. 5

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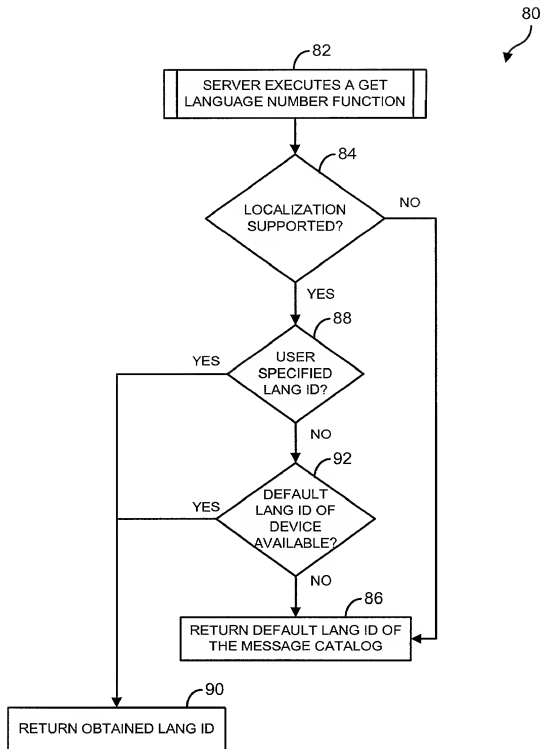


FIG. 6